

Stellenangebot vom 19.02.2026

## Senior UI Developer (Unity)

Fachrichtung: Programmierer: Game Developer  
Art der Beschäftigung: Vollzeit  
Eintrittsdatum: ab sofort  
PLZ / Ort: 20357 Hamburg, Germany  
(with option for fully remote work)

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Land: Deutschland  
**Firmendaten**

Firma: **Overhype Studios**  
Straße & Hausnummer: Margaretenstraße 29a  
PLZ / Ort: 20357 Hamburg



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## Ansprechpartner

Name: Liza Poller  
Position:  
Straße & Hausnummer: Margaretenstraße 29a  
PLZ / Ort: 20357 Hamburg  
E-Mail: jobs@overhypestudios.com

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## Job-Beschreibung

Overhype Studios is an independent video game development studio based in Hamburg. We are devoted to making great games that we want to play ourselves. Our games strive to reflect the creativity, complexity and originality from the old days when game developers were passionate gamers, not corporate businessmen.

Following the success of our first game, Battle Brothers, and its DLCs, we recently released [MENACE](#) a 3D turn-based tactical sci-fi RPG built on the Unity engine. Our team consists of 12 highly experienced professionals, primarily located in Hamburg, with some members working fully remote.

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## Role Summary

We are seeking a Senior UI Developer to join our team and take MENACE's user interface to the next level. In this role, you will rework the game's existing UI using Unity's UI Toolkit, improving its look, feel, usability and animations, while also laying the groundwork for future projects.

You will work closely with our Creative Director and UI Designer to create a polished PC-first experience that looks and feels great, as well as working with translators and QA teams to ensure seamless functionality across all supported languages.

## Responsibilities

- Rework the MENACE UI in collaboration with our Creative Director and UI Designer
- Create and modify UIs with the Unity UI Toolkit including UI Builder, UXML and USS
- Gradually take over responsibility for the UI architecture and adjust it to adapt to new requirements and improve maintainability
- Collaborate with translators and QA to ensure the game plays well in all supported languages

## Requirements

- Excellent C# programming skills
- 8+ years of professional experience in game programming
- 3+ years of experience with game UI development
- Experience with Unity UI Toolkit, UXML, USS, CSS and UI animations
- Shipped at least one commercial title developed with Unity
- Great problem-solving skills
- Highly motivated and self-directed, able to prioritize your workload
- Excellent communication skills and a friendly, approachable attitude
- Passion for complex PC games and great user experiences

## Nice to Have

- Experience with non-Latin UI development such as Asian or Cyrillic scripts
- Experience with Shader Graph, HLSL and HDRP

## What We Offer

- Flexible working arrangements: work in our Hamburg office, fully remote or a mix of both
- Flexible working hours
- Work on a small team where your contributions are visible and matter
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- Be part of a passionate and highly experienced team
- Competitive salary and benefits package
  - Relocation support within the EU if needed
  - Company events and team-building activities

## How to Apply

Send your application to [jobs@overhypestudios.com](mailto:jobs@overhypestudios.com) consisting of:

- A cover letter including your earliest starting date, expected salary and why you would like to join us
- Your CV highlighting your education, experience and skills
- Any relevant work samples you can provide

We look forward to hearing from you.

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Quinke Networks GmbH  
Bei den Mühren 70  
D-20457 Hamburg